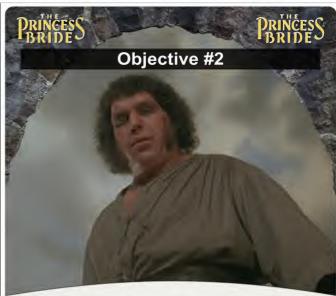


Find and defeat Inigo Montoya. When you defeat him, return this card to the box and move onto Objective #2



Find and defeat Fezzik. When you defeat him, return this card to the box and move onto Objective #3.

Objective - 001





Find and defeat Vizzini. When you defeat him, return this card to the box, shuffle the Inigo-Ally and Fezzik-Ally decks into the Character deck, and move onto Objective #4.



Find and defeat Prince Humperdinck. When you defeat him... you've won the game!

Objective - 003

Objective - 004





Sacrifice

Recruit - 005







Sacrifice



Recruit - 007













Recruit - 011





Recruit - 014





Recruit - 015

















Sacrifice

Recruit - 019







Recruit - 022







Sacrifice





Sacrifice



Sacrifice

Combat - 026







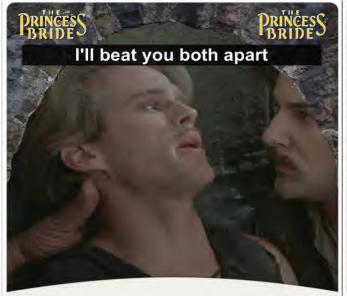
Sacrifice



Combat - 027



Combat - 028



Sacrifice



Sacrifice



Combat - 029



Combat - 030



Sacrifice



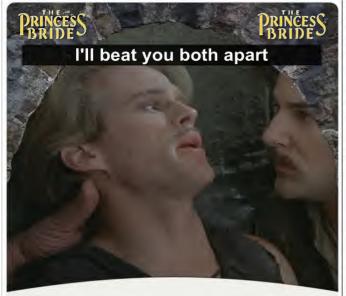
Sacrifice



Combat - 031



Combat - 032





Sacrifice

Sacrifice



Combat - 033



Combat - 034



Sacrifice



Sacrifice



Combat - 035



Combat - 036







Sacrifice



Combat - 037



Combat - 038



Sacrifice



Sacrifice



Combat - 039



Combat - 040



If you play at least one card with Recruit points, you may add 1 to the total.



Avatar - 041



If you play at least one card with Combat points, you may add 1 to the total.



Avatar - 042



If you play at least one card with Combat points you may add 1 to the total, or if you played at least one card with Recruit points you may

add 1 to the total.



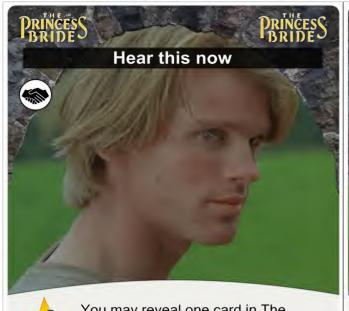


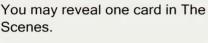
Return one face up card from The Scenes back to the top of the enemies deck.





Avatar - 043







You may reveal one card in The Scenes.

Hear this now



Farm boy - 045



You may reveal one card in The Scenes.

Farm boy - 047

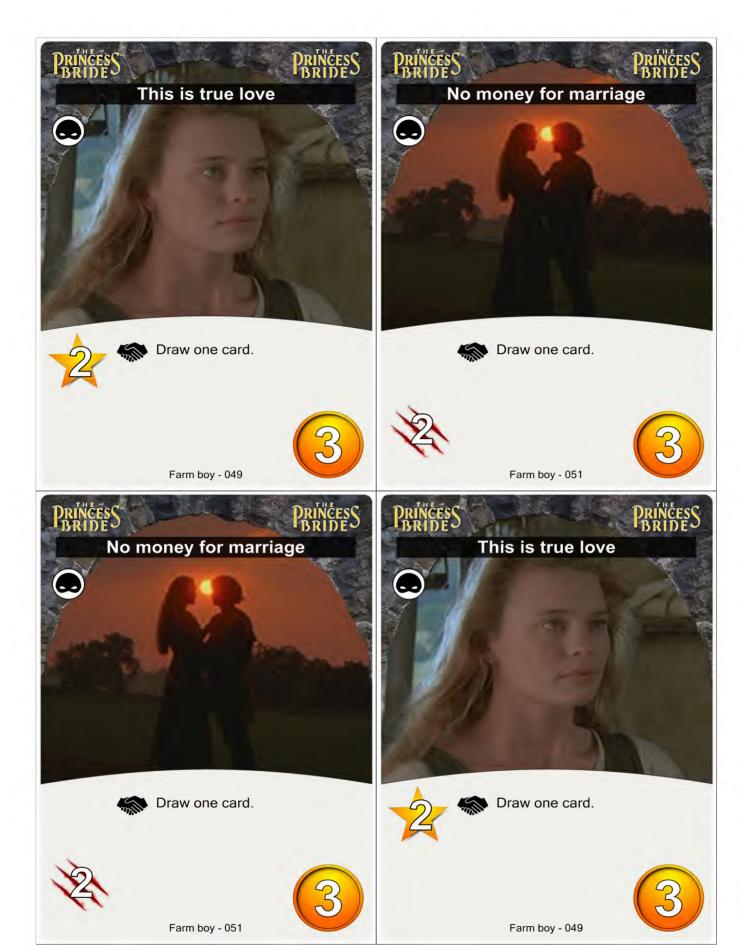




Scenes. Draw one card.













Draw two cards, put one in your hand, discard the other.



Farm boy - 054



Farm boy - 049







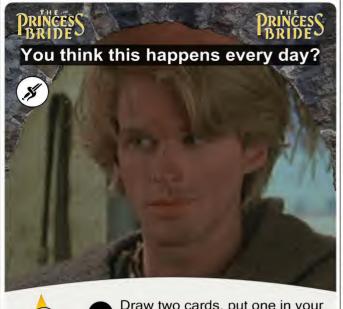
Draw two cards, put one in your hand, discard the other.

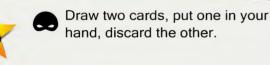






Farm boy - 056







You may reveal three cards in The Scenes.

Murdered by pirates is good



Farm boy - 056



Look at the top 2 cards of the Character deck, put one on the bottom and one on the top.





Farm boy - 058

Look at the top 2 cards of the Character deck, put one on the bottom and one on the top.



3

Man in Black - 060



Look at the top 2 cards of the Character deck, put one on the bottom and one on the top.



Look at the top 2 cards of the Character deck, put one on the bottom and one on the top.





2

Man in Black - 062

Man in Black - 061



Look at the top 2 cards of the Character deck, put one on the bottom and one on the top.

Man in Black - 063







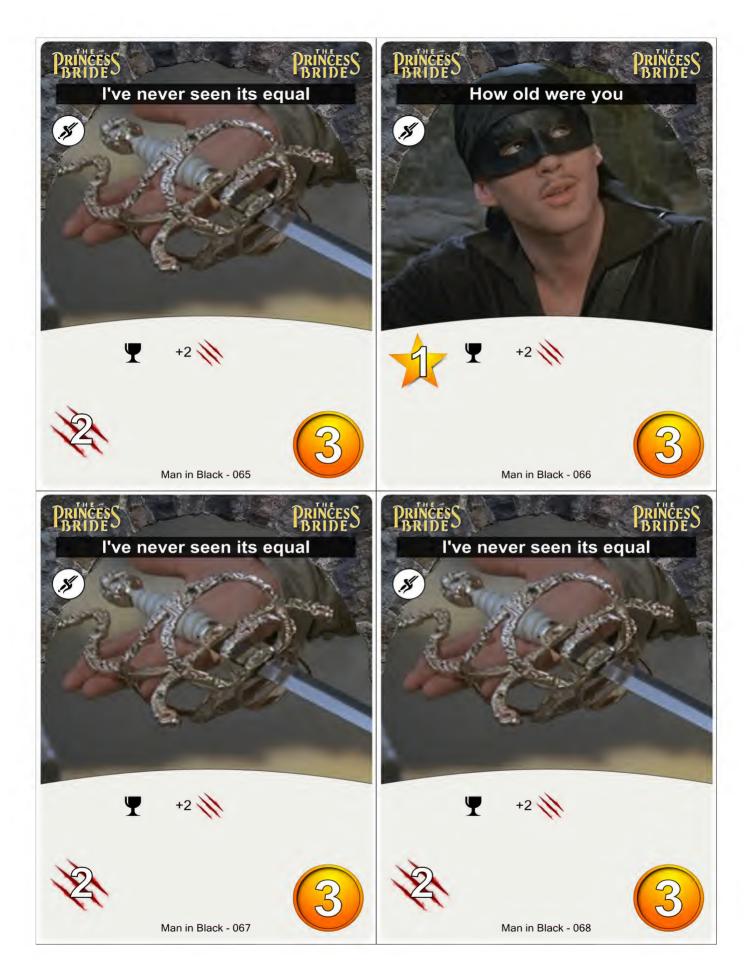








Man in Black - 064







Look at the top card of the Character deck, gain it or put it on the bottom of the deck.





Man in Black - 069





Look at the top card of the Character deck, gain it or put it on the bottom of the deck.





Man in Black - 070



Man in Black - 071



Look at the top card of the Character deck, gain it or put it on the bottom of the deck.









Look at the top card of the Character deck, gain it or put it on the bottom of the deck.

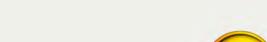




Man in Black - 072













Man in Black - 073





Westley Revealed - 076

Westley Revealed - 074

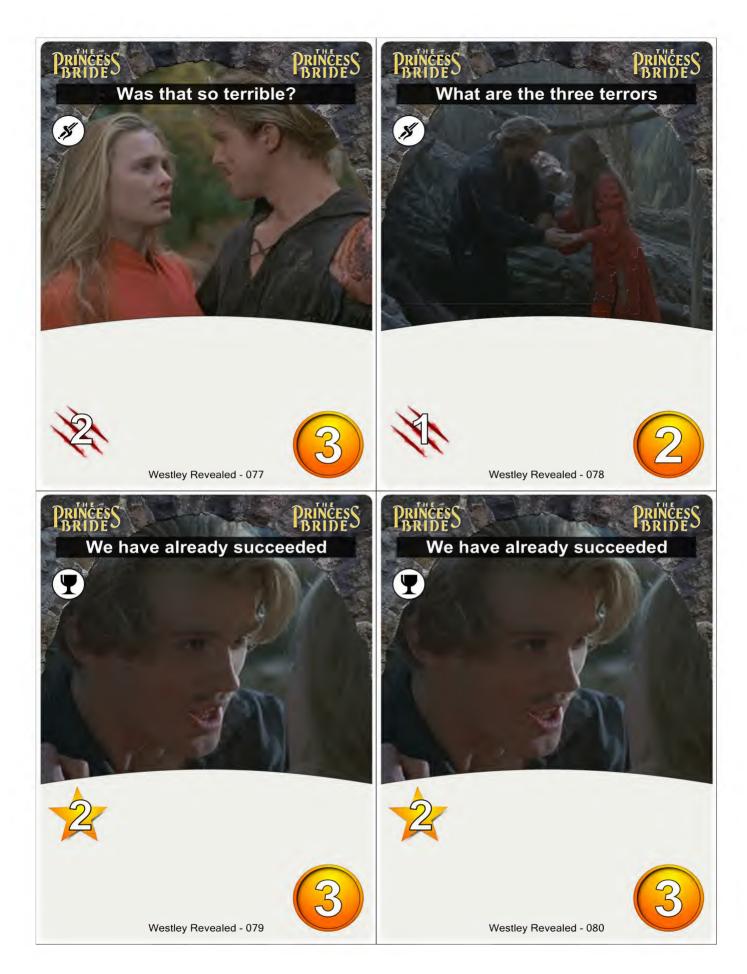


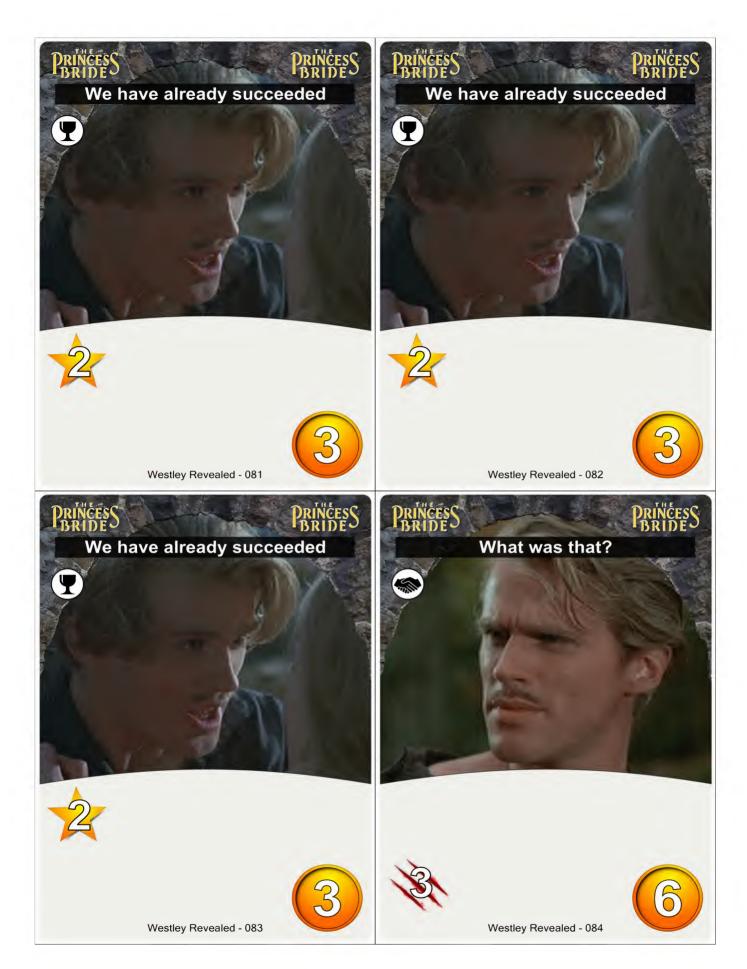


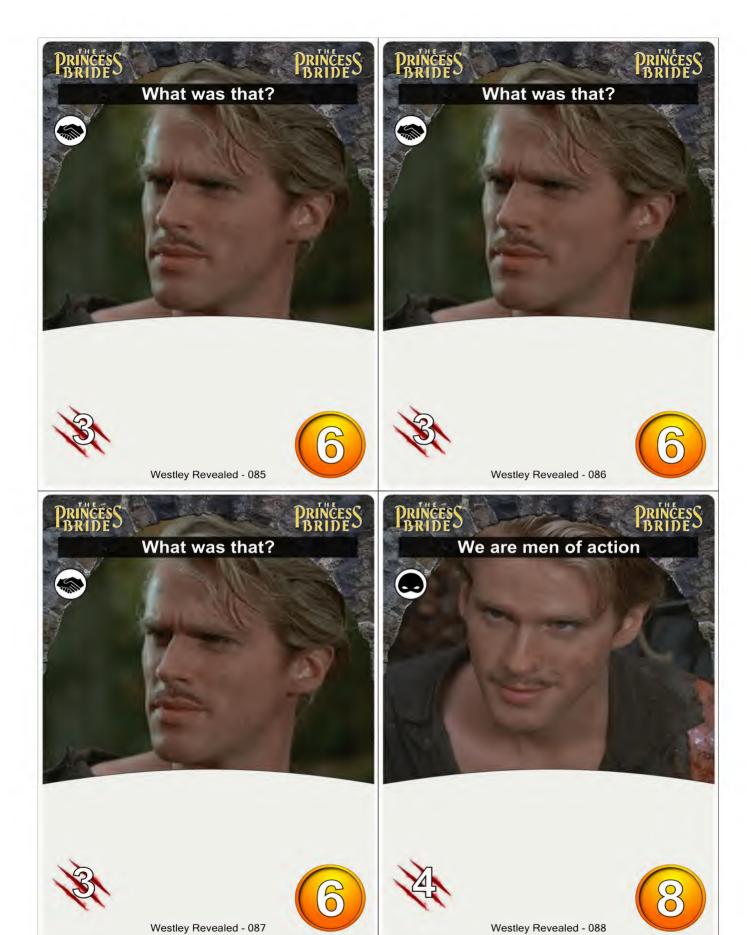




Westley Revealed - 075









When revealed attach to The Cliffs of Insanity. Push any card in that space to the left. The space is blocked for the rest of the game.

"The loser ran off alone, but the winner followed those footprints toward Guilder."

Inigo - 89



When revealed move to Mostly Dead.
If The Cliffs of Insanity contains
"Footprints toward Guilder" you may
pay 5 to move this card there. It will
not move once there. This card may only
be defeated at The Cliffs of Insanity. Once this card
is defeated move on to Objective #2.

Inigo - 90



When revealed take a Delay card, if revealed in the Encounter Area, take a second Delay card.



"I'm going to duel him left handed."

Inigo - 92

Inigo - 91





"People in masks cannot be trusted."

Inigo - 93



If revealed in the Encounter Area this card gets +2



"You seem a decent fellow. I hate to kill you."

Inigo - 94





"You're using Bonnetti's defence against me, ah?"

Inigo - 95





"Naturally, you must expect me to attack with Capo Ferro."

Inigo - 96







""Unless the enemy has studied his Agrippa!"

Inigo - 97



"I, am not left handed!"

Inigo - 98



If revealed in the Encounter Area this card gains +2 This card can not be defeated unless Objective #2 is displayed. When this card is defeated move onto Objective #3.

n this jective #3.



When revealed move this card immediately to Mostly Dead. Pay 5 to gain this card. Any attack that includes this card will defeat the Fezzik card.



Fezzik - 99



Push two cards from the Encounter deck into The Scenes.

"I hate for people to die embarrassed."

Fezzik - 101





"If there are, we all be dead!"

Fezzik - 102









Fezzik - 103

Fezzik - 104







"My way's not very sportsmanlike."

Fezzik - 105



Fezzik - 106





"Well, i haven't fought just one person for so long. I've been specialising in groups."

Fezzik - 107





Fezzik - 108







Use Recruit points  $\uparrow$  to attack this card. When this card is defeated move onto Objective #4

Vizzini - 109

Any player may show a lacktriangle or you take a Delay.





Any player may show a 🗨 or you take a Delay.



Use Recruit points  $\uparrow$  to attack this card.



"You're trying to kidnap what I've rightfully stolen."

Vizzini - 112

Vizzini - 111





"By all means keep moving forwards."

Vizzini - 113

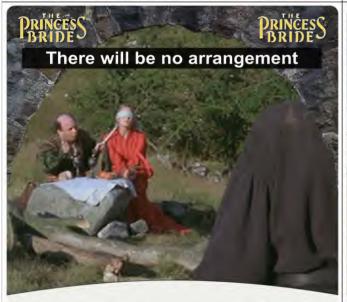


Use Recruit points graph to attack this card.



"It is down to you, and it is down to me."

Vizzini - 114



Use Recruit points graph to attack this card.



"...and you're killing her!"

Vizzini - 115



Use Recruit points  $\uparrow$  to attack this card.



"I can't compete with you physically. And you're no match for my brains."

Vizzini - 116





"All I have to do is divine from what I know of you. Are you the sort of man who would put the poison into his own goblet, or his enemy's."

Vizzini - 117



Use Recruit points graph to attack this card.

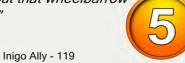


"Where was I?"

Vizzini - 118



"Where did we put that wheelbarrow the Albino had?"



PRINCESS
BRIDES

Miracle Max

When you play this card you may gain one character from Mostly Dead for free.



Inigo Ally - 120



You may reveal a card in The Scenes for free

"Where is this Rugen so I may kill him?"



Inigo Ally - 121



You may reveal a card in The Scenes for free

"Where is this Rugen so I may kill him?"



Inigo Ally - 122



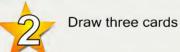
You may reveal a card in The Scenes for free

Inigo Ally - 123

"Where is this Rugen so I may kill him?"



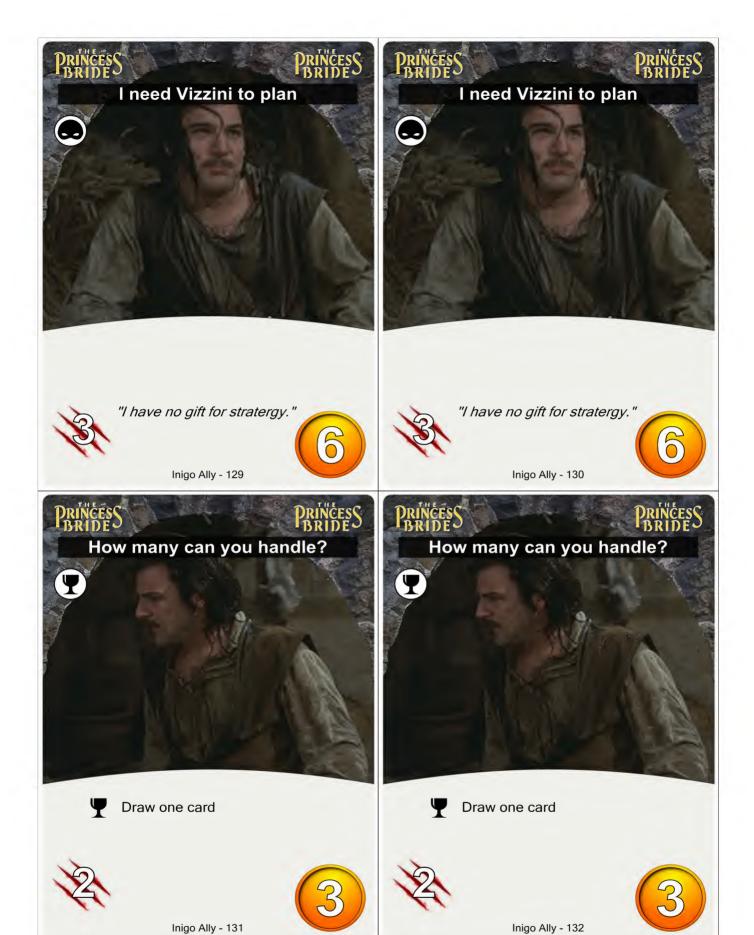


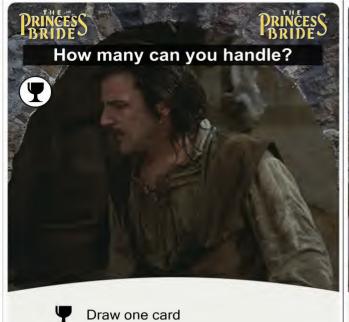




Inigo Ally - 124









Gain one character from the Thieves Forest for free.

Fezzik Ally - 134

"I didn't mean to jog him so hard."

Inigo Ally - 133





Draw two cards from the Character deck, gain 1, put the other on the bottom of the deck.



5

Fezzik Ally - 135

Fezzik Ally - 136



Draw two cards from the Character deck, gain 1, put the other on the bottom of the deck.



Fezzik Ally - 137







Draw two cards from the Character deck, gain 1, put the other on the bottom of the deck.



Fezzik Ally - 138









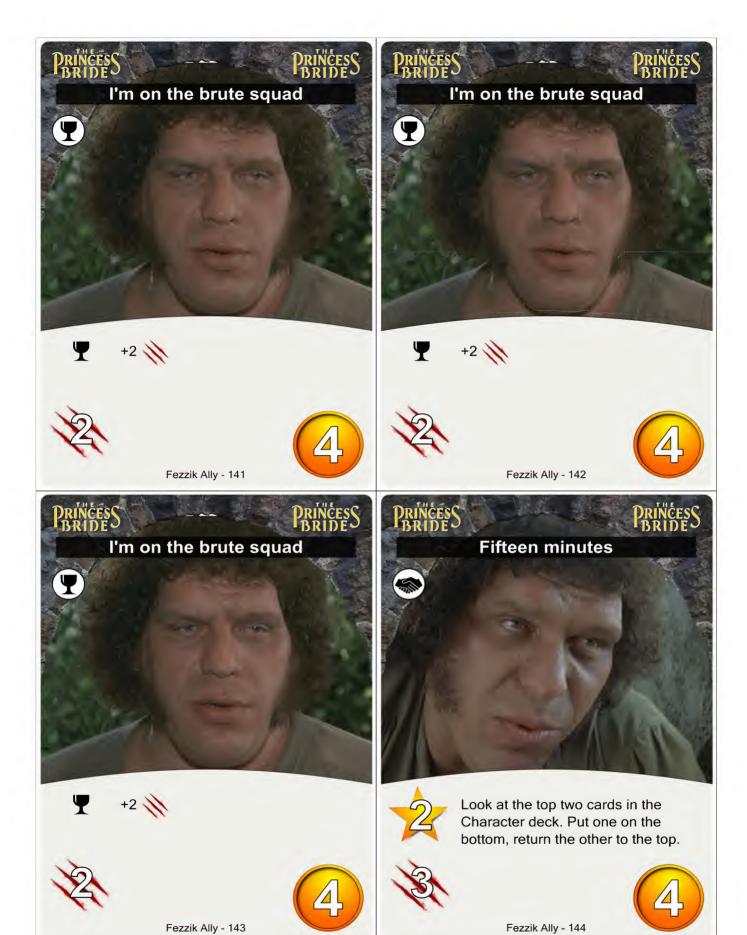
Fezzik Ally - 139





+2 |||

Fezzik Ally - 140







Look at the top two cards in the Character deck. Put one on the bottom, return the other to the top.









Look at the top two cards in the Character deck. Put one on the bottom, return the other to the top.



Fezzik Ally - 146



Fezzik Ally - 145



Look at the top two cards in the Character deck. Put one on the bottom, return the other to the top.

Fezzik Ally - 147









Look at the top two cards in the Character deck. Put one on the bottom, return the other to the top.





Fezzik Ally - 148







"Rodents of unusual size? I don't think exist."

Prince Humperdinck - 149



"Singed a bit, were you?"

Prince Humperdinck - 150



When revealed, place all Westly Revealed cards from all player's hands into Mostly Dead. Players may purchase them back as normal.

"Death First!"

Prince Humperdinck - 151



"The Prince and the Count always insist on everyone being healthy before they're broken."



When revealed, if any player can show Wheelbarrow and Cloak you may discard this card.



Prince Humperdinck - 153



If this card is revealed in the Encounter Area, all players take a Delay card. Discard after being revealed.

Prince Humperdinck - 154





"Only the princess matters"

Prince Humperdinck - 155



This card can only be defeated if the attack includes a Fezzik Ally card.



"Oh. You mean this key."



If this card is revealed in the Encounter Area, discard all cards from the Thieves Forest and do not refil it until this card is defeated.



"Form a brute squad then. I want the Thieves Forest emptied."

Prince Humperdinck - 157





"There's a Spaniard giving us trouble."

Prince Humperdinck - 158



If this card is face up in The Scenes at the end of your turn, take a Delay card.



"And so I think no man in a century will suffer as greatly as you!"

Prince Humperdinck - 159



When revealed take a Delay card.



"Ven wuv, twoo wuv, wiv fowwow you fowever







"I killed him myself!"

Prince Humperdinck - 161



"But first things first. To the death!"

Prince Humperdinck - 162





"Someone has beaten a giant."

Prince Humperdinck - 163





"Unless I'm wrong, and I'm never wrong, they are headed dead into the fire swamp."







"I give you full marks for bravery, don't make yourself a fool."

Prince Humperdinck - 165



"Once we're out of sight, take him back to Florin and throw him in the Pit of Despair."

Prince Humperdinck - 166





"You write four copies of a letter. I'll send my four fastest ships."

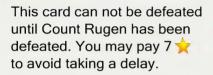
Prince Humperdinck - 167



Count Rugen can only be defeated by an attack that includes an Inigo card.









Prince Humperdinck - 169





Count Rugen's Guards - 170





Count Rugen's Guards - 171













Count Rugen's Guards - 173

Count Rugen's Guards - 174









Count Rugen's Guards - 175









Count Rugen's Guards - 177

Count Rugen's Guards - 178









Count Rugen's Guards - 179









Count Rugen's Guards - 181

Count Rugen's Guards - 182









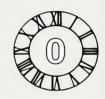
Count Rugen's Guards - 183











Delay - 186









Delay - 188





























Delay - 193







Delay - 195









Delay - 198







Delay - 200











Delay - 202







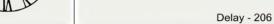
Delay - 204



















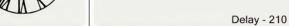


Delay - 207



























Delay - 214









